

CLAIMS

Sub. a1/1 An electronic board comprising:

a grid of *grid points* on a flat surface, where each *grid point* is a visible element which is capable of detecting when it is pressed, and can be illuminated in two different colours, allocated to respective players, by an illumination source inside or below the surface; and

a *game manager* made of

a CPU and memory, connected electronically to the *grid points* and illumination sources such that it has complete control on which *grid point* is illuminated and in what colour, and it is notified whenever any of the *grid points* is pressed, and a computer program which is executed by the CPU,

which manages a one or more games, of which at least one game is played according to these rules:

the game starts with an equal number of points illuminated in each of the two colours; each player in their turn press a point, and in response the games manager switches of some points and potentially changes the colour of some other points; when all the points that are illuminated are illuminated in the same colour, the player of this colour wins.

2 A board as described in Claim 1, where the arrangement of the points is square.

3 A board as described in Claim 1, where the arrangement of the points is hexagonal.

Sub. a2/4 A board as described in Claim 2, where when a player presses a point the games manager switches off points of the player's colour which can be reached from the pressed point by moving three point along the line or the column that the pressed the point is in and then moving two points in orthogonal direction, and points of the opponent's colour which can be reached from the pressed point by moving two points along the row or the column and then moving one point in an orthogonal direction.

5 A board as described in any preceding claim, where pressing a point is done by special implement that causes a short circuit which the board uses to identify the point that is pressed.

6 A board as described in any preceding claim, where the players use, hold or wear a special implement which identifies which player is playing by communicating with the board.